

**MODIFYING ONLY SELECTED ICONS ON AN INTERACTIVE
DISPLAY SCREEN CROWDED WITH ICONS BY RENDERING
THE NON-SELECTED ICONS UNMODIFIABLE**

Abstract

5 Items such as icons are modified in high icon
density environments on the display screen. An
implementation combines rendering a set of said items
unmodifiable, and then enabling the modifying of a
selected item in said set of unmodifiable items. In
10 effect, all of the icons in the high icon density region
or sector of the display screen are "frozen" so as to be
unmodifiable, and then only a selected or "target" icon
is made modifiable or "hot" while the other icons in the
sector remain unmodifiable. The rendering of the target
15 icon to be modifiable may involve a simple point and
click cursor movement which still is not an easy task in
a crowded icon environment. However, once this is
accomplished, then the rest of the icon modification is
simplified in that the adjacent icons remain frozen in
20 the unmodifiable state. According to an aspect of the
invention, the rendering of the set of a cluster of icons
unmodifiable includes circumscribing said cluster of
icons, preferably using the cursor.

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